

NILS GAWLIK



Aspiring Game Designer & Programmer

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EDUCATION

HTW BERLIN - UNIVERSITY OF APPLIED SCIENCES

International Media & Computing, 2015-present

FAU ERLANGEN/NÜRNBFRG

Mathematics, 2014-2015

EHRENBÜRG GYMNASIUM FORCHHEIM

Abitur (= diploma from German secondary school qualifying for university admission or matriculation), 2014

EXPERIENCE

GAME JAMS

I have learned a lot about working on creative projects (especially in teams and under pressure) in Game Jams.

Jams I participated in: IGJam at Gamescom 2016, Monthly Berlin Mini Jam, gm(48) Reddit Game Maker Jam, Ludum Dare

"IN A CAVE"

"in a cave" is a randomly generated first person dungeon crawler and half year long project I worked on in 2015.

A MAZE VOLUNTEERING

Volunteering for the 2016 A MAZE Independent Games Festival

The volunteer work included technical support and helping exhibitors and visitors with problems.